

Krutik Parikh

(647) 581-4635 | 4krutikparikh@gmail.com | GitHub | LinkedIn | Portfolio

Projects

August 2020 – Present

Cross-platform Mobile App, Brampton

Server-less E-Commerce Mobile App build with React-Native CLI and Google Cloud Platform | Firebase for the client in India to attract more customer and business.

- Android and IOS platform
- Created several pages using the react-navigation and using the phone number for the authentication for more security
- Implemented Redux for the state management for whole app which further integrate with React-Native Firebase library provided by 3rd party.
- Async function of react is used for smooth transition and preloading thousands of products while loading the app.
- Payment processing is done by stripe as per developer version.
- Admin-Panel is created in React JS to CRUD Product and get user information which also includes order tracking which is hosted using Netlify

Technologies used – React, React-Native, Redux, Stripe, Visual Studio Code, Firebase, JavaScript, Moment, Agile, Netlify and Node as package manager

GitHub - [ShopApp](#)

October 2020 – October 2020

Space-Invasion Game, Brampton

IOS game which is build for final project in Swift with Sprite-Kit and Physics Body which shoots the enemy ship and user ship will have 3 life every time it collides it loose one and to run the spaceship it needs to get fuel which extends 15 sec.

- User will have a space ship which will have 3 lives and 60 sec of fuel to survive which is created using the timer and timer is called into non-collision body.
- Four physics body created which randomly spawns enemy and after every 5th enemy Fuel will spawn from top which extends the timer for 15 sec which I have created in such a way that when user collide with fuel it will extends the timer and if user space ship collides with enemy ship it will deduct one life.
- Enemy space-ship will spawn faster after some decided point and also it will randomly spawn from the top using the `arc4random`.

Future vision – I will add user login with firebase and it will save their score to their account

Technologies used – Swift, XCode, Cocoa Pods, Sprite-Kit, Physics Body

GitHub – [Space-Invasion](#)

April 2019 – August 2019

Shopping App, Brampton

Prototype of any Shopping app(E-Commerce) which is created in C# and .net Core using the Entity Framework.

- Prototype of the E-Commerce web application using the C# for the frontend I have used the HTML, CSS and Bootstrap for more responsive view over Mobile and Web.
- Entity Frame work is used to generate the code for the backend which directly integrate with the MS SQL Server as the primary database.

- App is designed with waterfall methodologies and MVC as the design pattern for more code reusability.

Technologies used – HTML, CSS, JQuery, Entity Framework, SQL Server, .Net Core, MVC, Waterfall
GitHub – [ShopApp](#)

January 2019 – March 2019

Photography Portfolio, Brampton

Created a website for my very good friend in India for his photography passion using React and Firebase

- Single-Page-Application which is created using React framework for better user experience
- All the CRUD operations are in separate admin panel which saves images in Cloud Firestore
- CSS and Bootstrap are mainly used for responsive design which is compatible in Mobile, Medium-sized device and desktop.
- To display the photos clearly and beautifully modal is used which parse all the entries or data from the Firestore.
- Hosted in firebase.

Technologies used – React, Node, Visual Studio, Code, Firebase and JavaScript

GitHub – [Photography](#)

Weblink - [Photography](#)

January 2018 – Present

Personal Portfolio, Brampton

Created a website for my self using the basic HTML, CSS and JavaScript

- Single-Page-Application which is fast to load and showcase myself at higher level
- CSS and Bootstrap are mainly used for responsive design which is compatible in Mobile, Medium-sized device and desktop.
- External JQuery and JavaScript library are used to make the website look better and perform some animation.
- Hosted with Netlify which is directly connected to the GitHub

Technologies used – HTML, CSS, JQuery and JavaScript

GitHub – [Portfolio](#)

Weblink - [KrutikParikh](#)

January 2018 – April 2018

Project Management, Brampton

Created a detail Project Management Report for Bathroom Renovation as a part of my studies. Report is divided into 7 task list below

- Project Charter – Where the Project objective, key to success and roles are divided into listed members using the Project Software provided by Microsoft
- Scope Management – Where summary of project, Requirements and criteria are decided.
- WBS – Work breakdown structure where the project is divided in task, hours and all the cost and total time are predicted here in the MS Project
- Milestone Report – Where issues, task which are completed or in-progress is listed for the better understanding and who is responsible to complete the task
- Gantt Chart – All the report from the milestone is added into WBS file so we can have a final look or close look to the end project.
- Cost Estimation – Total cost which is predicted and actual cost which is paid and breakdown points for every task.

Technologies used – HTML, CSS, JQuery and JavaScript

GitHub - [Report](#)